

IN THE CLAIMS:

Please enter the following amendments and/or additions:

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Claim 1. (*Currently Amended*): A method of managing keyboard events for a graphical user interface configured in the form of a tree of graphical elements, said tree comprising parent graphical elements and child graphical elements, wherein each graphical element of the tree is associated with a key list and ~~wherein~~ each key listed in said key lists is associated with an action to be initiated on receipt of a keyboard event corresponding to said key and said graphical element, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements.

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Claim 2. (*Currently Amended*): The method according to claim 1, wherein one graphical element is active and a keyboard event is detected by an interface, the method further comprising:

comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with ~~for~~ the active graphical element and working back up said tree of graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and

initiating the action associated with the first key corresponding to said keyboard event.

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Claim 3. *(Previously Amended)*: A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 1.

Claim 4. *(Previously Amended)*: The system according to claim 3, wherein the system is a mobile telephone.

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Claim 5. *(Previously Amended)*: The system according to claim 3, wherein the system is a pocket organizer.

Claim 6. *(Currently Amended)*: A method of managing keyboard events for a graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the method comprises:

associating each graphical element with a key list, wherein each key list stores a plurality of keys;

associating at least one key listed in each of said key lists with an action, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements; and

receiving a keyboard event corresponding to one of said keys and one of said graphical elements and initiating the action associated with said key and said graphical element.

Claim 7. (*Currently Amended*): The method according to claim 6, wherein one graphical element is active and a keyboard event is detected by an interface, the method further comprising:

comparing said keyboard event to the keys listed in said key lists, starting with the key list associated with for the active graphical element and working back up said hierarchically related graphical elements if said keyboard event was not found in said key list associated with the active graphical element, and

initiating the action associated with the first key found that corresponds ~~corresponding~~ to said keyboard event.

Claim 8. (*Previously Added*): A portable system having a graphical interface comprising a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 6.

Claim 9. (*Previously Added*): The system according to claim 8, wherein the system is a mobile telephone.

Claim 10. (*Previously Added*): The system according to claim 8, wherein the system is a pocket organizer.

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Claim 11. *(Currently Amended)*: A graphical user interface comprised of hierarchically related graphical elements, said hierarchically related graphical elements comprising parent graphical elements and child graphical elements, the graphical user interface comprising:

a key list associated with each graphical element, wherein each key list stores a plurality of keys, wherein said child graphical elements inherit the key lists associated with their respective parent graphical elements;

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a plurality of actions, with each action being associated with at least one key listed in each of said key lists, such that when a keyboard event associated with one of said keys is received, the action corresponding to the key and the associated graphical element is initiated.


Claim 12. *(Cancelled)*

Claim 13. *(Previously Added)*: The graphical user interface as claimed in claim 12, wherein, after receipt of a keyboard event, the key list of the child component is searched before the key list of its parent component is searched.

Claim 14. *(Currently Added)*: The method according to claim 2, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

Claim 15. *(Currently Added)*: The method according to claim 7, wherein an error message is generated if said keyboard event is not matched to one of the keys listed in said key lists.

AMENDMENT UNDER 37 C.F.R. § 1.111
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 Claim 16. ~~(Currently Added)~~: The graphical user interface according to claim 13,
wherein an error message is generated if said keyboard event is not matched to one of the keys listed
in said key lists.
